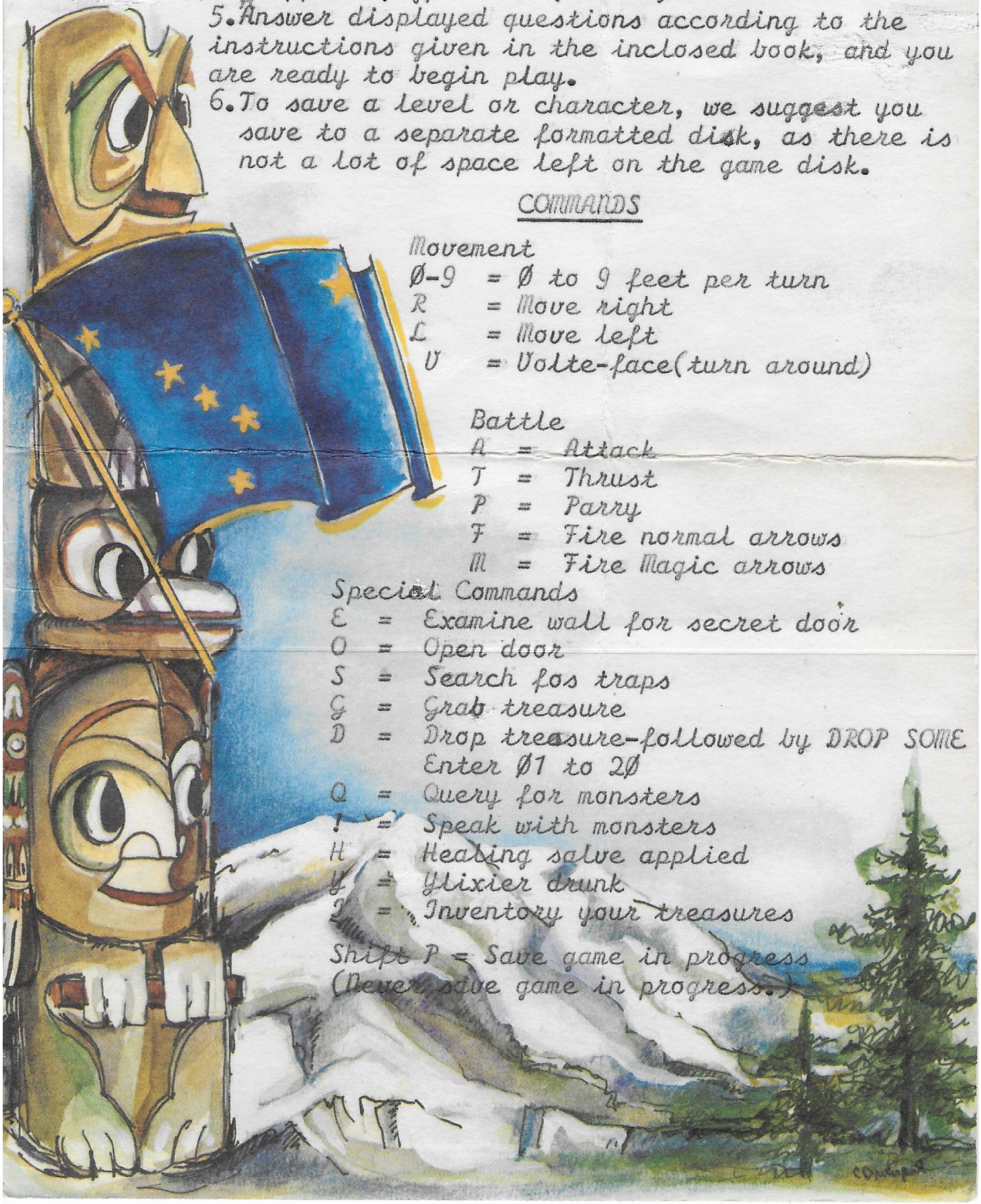
DUNJONQUEST
Temple of Apshai
Commodor 64
Commands and How To Load

Loading;
1. Turn on computer.
2. Turn on disk drive, and insert disk.
3. Type LOAD"*",8 (RETURN)
4. When READY appears, type: RUN (RETURN)
5. Answer displayed questions according to the instructions given in the inclosed book, and you are ready to begin play.
6. To save a level or character, we suggest you save to a separate formatted disk, as there is not a lot of space left on the game disk.



COMMANDS

Movement
- Ø-9 = Ø to 9 feet per turn
- R = Move right
- L = Move left
- V = Volte-face(turn around)

Battle
- A = Attack
- T = Thrust
- P = Parry
- F = Fire normal arrows
- M = Fire Magic arrows

Special Commands
- E = Examine wall for secret door
- O = Open door
- S = Search fos traps
- G = Grab treasure
- D = Drop treasure-followed by DROP SOME Enter Ø1 to 2Ø
- Q = Query for monsters
- ! = Speak with monsters
- H = Healing salve applied
- X = Ylixier drunk
- I = Inventory your treasures

Shift P = Save game in progress
(Never save game in progress.)

SUMMARY OF PLAY

When the game is loaded, you will find yourself in the inn, where the innkeeper retrieves a previously saved character, creates a new character for you or allows you to create your own. The Innkeeper also queries you for purchasing the supplies you need. Simply answer the questions put to you. After your character is generated and properly out fitted, you are transported to room 1 in the dunjon level of your choice.

SWORDS

DAGGER 5

SHORT SWORD 14

BROAD SWORD 18 = 12

HAND-AND-A-HALF 35

GREAT 40

SM

Large SHIELD -8

LEATHER

RING MAIL

CHAIN MAIL — 85

PARTIAL PLATE

FULL PLATE

HULK HERO

GIP